

GAME PIECE WITH ITEM SLOTS AND METHOD OF PLAYING A GAME

BACKGROUND OF THE INVENTION

Technical Field

[0001] The present application is directed generally to games involving the use of miniatures to represent characters and, more particularly, to game pieces with item slots and a method of playing the game therewith.

Description of the Related Art

[0002] Fantasy and war games have achieved an unprecedented level of sophistication. The use of miniature figures to represent characters in the games is also commonplace, each player in the game manipulates characters, with each character being endowed with certain characteristics, such as speed, strength, and offensive capability. The players manipulate the characters in a battle or other interaction until a resolution is achieved.

[0003] As the complexity of game play has increased, novel approaches have been introduced to ease the complexity of the game playing process. For example, a multipart game piece is described in WIPO Publication No. WO 01/58544. The game piece described therein includes record keeping indicia. A desire for greater flexibility in game playing has led to a significant need for game playing pieces with dynamic enhancement capability and for game playing methods that incorporate such dynamic enhancement capability. The present invention provides this and others advantages as will be apparent from the following detailed description and accompanying figures.

BRIEF SUMMARY OF THE INVENTION

[0004] The present disclosure is directed to a game piece and its operation in game playing. In one embodiment, the game piece used in the game comprises a self contained record-keeping device, wherein the record-keeping device adjustably displays a variable information relating to the game. The information is arranged in a plurality of selectable groupings of game play indicia with each grouping including a plurality of different game types of game play indicia wherein each type of indicia indicates information related to a different aspect of the play of the game and are expressed as game play values. Indicia of one type in at least some of the groupings have game play values different from the indicia of the same type of others of the groupings. The record-keeping includes a receiver portion to receive and removably retain an indicia altering token therein. In one embodiment, the receiver portion comprises a slot sized to receive and removably retain the indicia altering token therein.

[0005] In another embodiment, the game piece further comprises an indicia altering token for use in playing a game wherein the indicia altering token, when placed in the slot, alters the game play values in the game of at least one type of game play indicia. The game piece may further comprise an item card corresponding to the indicia altering token wherein the item card provides data related to the operation of the indicia altering token.

[0006] The indicia altering token and corresponding item card may be initially supplied as an integral component with the indicia altering token comprising a detachable portion of the item card. In another embodiment, the game piece comprises a plurality of receiver portions or slots for placement of indicia altering tokens.

[0007] In operation, the game is played according to a set of game rules comprising placing first and second moveable game pieces on a playing surface for use

by first and second game players, respectively, in playing a game based on simulated interactions of the first and second game pieces according to the set of game rules. Each of the first and second game pieces includes a self-contained record-keeping device having a plurality of alterable game values indicative of the operational characteristics of the first and second game pieces, respectively, and a receiver portion in the first game piece to receive and removable retain a token to thereby alter a select game value. The token may be placed in the receiver portion to alter the selected game play value of the first game piece. The game further comprises initially moving one of the first and second game pieces into position to engage the first and second game pieces in an initial simulated interaction according to the set of game rules. The altered game play value of the first game piece is compared with the game play value of the second game piece, and based on the comparison determining an outcome of the initial simulated interaction between the first and second game pieces according to the set of game rules.

[0008] The first game piece may include a plurality of receiver portions to receive a plurality of tokens with the method further comprising altering selected game values based on the plurality of tokens placed in the receiver portions.

[0009] The second game piece may also have a receiver portion to receive a token with the method further comprising altering the selected game value of the second game piece based on the token placed in the receiver portion of the second game piece and comparing the altered game play value of the first game piece with the altered game play value of the second game piece.

[0010] The method may further comprise removing the token from the receiver portion of the first game piece to thereby eliminate the alteration of the selected game value. In an embodiment wherein the second game piece has a receiver portion to

receive a token, the method may further may further comprise acquiring the removed token for placement in the receiver portion of the second game piece to thereby alter a selected game value of the second game piece based on the token placed in the receiver portion of the second game piece and comparing the game play value of the first game piece with the altered game play value of the second game piece.

[0011] The method may further comprise use of a third game piece affiliated with the first game piece, wherein the third game piece has a receiver portion to receive a token, the method further comprising the removed token for placement in the receiver portion of the third game piece to thereby alter a selected game value of the third game piece based on the token placed in the received portion of the third game piece.

BRIEF DESCRIPTION OF THE DRAWING(S)

[0012] Figure 1 is an exploded schematic representation of a game piece base embodying the invention.

[0013] Figure 2 is a perspective view of the game piece base illustrated in FIG. 1.

[0014] Figure 3 is a plan bottom view of a selector disk of the game piece base illustrated in FIG. 1.

[0015] Figure 4 is a plan top view of a base disk of the game piece base illustrated in FIG. 1.

[0016] Figure 5 is a cross-section view taken along line 5-5 in FIG. 2.

[0017] Figure 6 is a cross-section view taken along line 6-6 in FIG. 2.

[0018] Figure 7 is a perspective view of a tool used to rotate the base disk of the game piece illustrated in Figure 1.

[0019] Figure 8A is a plan top view of the selector disk of the game piece illustrated in Figure 1.

[0020] Figure 8B is a plan bottom view of the selector disk of the game piece illustrated in Figure 1.

[0021] Figure 8C is a front elevation view of the game piece illustrated in Figure 1.

[0022] Figure 8D is a left side elevation view of the game piece illustrated in Figure 1 with the right side view being identical.

[0023] Figure 9 illustrates constructed terrain used in game playing.

[0024] Figures 10A-10C illustrate item cards conferring special abilities on a game piece used in game playing.

[0025] Figure 11A illustrates a game piece with an added item token conferring special abilities positioned for insertion into the game piece base.

[0026] Figure 11B illustrates a game piece with an added item token conferring special abilities following insertion into the game piece base.

[0027] Figure 11C illustrates a game piece with an added item token conferring special abilities on the game piece used in game playing.

[0028] Figure 12 illustrates an item card conferring special abilities on a game piece used in game playing prior to the removal of the item token of Figure 11C.

[0029] Figure 13 illustrates an item card conferring special abilities on a game piece used in game playing following the removal of the item token of Figure 11C.

DETAILED DESCRIPTION OF THE INVENTION

[0030] As gaming enthusiasts seek greater sophistication in games, it becomes necessary to create more options thus leading to greater complexity in games. The present invention is directed to game pieces and game play methods that allow dynamic alteration of game piece characteristics. This leads to greater complexity in game strategy and more options for the sophisticated gaming enthusiast.

[0031] As the complexity of each character and each scenario grows, and as the number of characters increases, the complexity of the game increases. The challenge of miniature games for players is the extensive and complicated nature of the rules and

the need for record keeping for each figure within the game. In this description, the terms warrior and game piece are used interchangeably to describe the invention.

[0032] FIG. 1 illustrates a game piece base 10 designed to ease the complexity of such games. Each game piece base 10 is a self-contained record-keeping device that includes a selector disk 20, a label 25, and a base disk 30.

[0033] The selector disk 20 includes an wedge-shaped statistical (stat) slot or aperture 62 that allows one column of numbers and/or additional data from the label 25 to be seen at a given position of the selector disk 20 relative to the base disk 30. The selector disk 20 includes a plurality of fingers 42 mounted at the periphery of the selector disk. The plurality of fingers 42 includes six short fingers 46 alternating with six long fingers 50. In alternate embodiments, any other suitable number or sizing of fingers may be used.

[0034] The selector disk 20 also includes a plurality of item slots 60 dispersed at even intervals around the periphery of the selector disk 20. As will be described in greater detail below, the item slots 60 are used to dynamically alter the operational characteristics or capabilities of the particular character associated with the game piece 10. The selector disk 20 also includes an upper surface 74.

[0035] The base disk 30 includes an upper surface 34, a post 38 mounted in the center of the selector disk 30, and a plurality of indentations 70 in the periphery of the upper surface 34. In an exemplary embodiment, the number of indentations 70 matches the number of fingers 42 on the selector disk 20.

[0036] The label 25 including an aperture 58 is attached to the upper surface 34 of the base disk 30 such that the aperture 58 aligns with the post 38. A series of numbers, symbols or other data is printed in twelve columns of three on the label (not shown). Each column is spaced at approximately thirty-degree intervals around the label. In alternate embodiments, any other suitable arrangement of numbers can be used.

[0037] As seen in Figures 1 and 3, one of the short fingers 46 includes a button 54 formed therewith and extends vertically downward from a bottom surface 66 of the

selector disk 20. The button 54 interacts with the indentations 70 such that the button 54 resides partially within an indentation 70 when that indentation 70 is aligned with the button 54. The fingers are sufficiently flexible to allow the button 54 to snap into and out of an indentation 70 as the selector disk 20 is rotated relative to the base disk 30. Such an arrangement ensures that the selector disk 20 will only occupy a given number of discrete indexed positions relative to the base disk 30, where the given number of discrete positions is equal to the number of indentations 70, and where each discrete position allows a player to look through the stat slot 62 to see whatever numbers, symbols, or colors may appear on the label 25 at that location. In other words, the two disks 20, 30 are typically aligned such that only one of the columns of numbers appears in the stat slot 62 at a time.

[0038] As seen in Figure 1, a bottom surface 36 of the base disk 20 contains a raised pattern 37 and a raised peripheral lip 39. A tool 40, shown in Figure 7, contains a series of protrusions or raised pegs 41 that engage portions of the raised pattern 37 and allow the base disk 30 to be easily rotated with respect to the selector disk 20. The fingers 42 of the game piece base 10 provide a gripping surface such that a player can manually rotate the selector disk 30 relative to the base disk 20 with the tool 40. The tool 40 illustrated in Figure 7 is configured for use on a work surface, such as a table, and is sized to receive the game piece base 10 and allow the raised pattern 37 of the bottom surface 36 to come into engagement with the pegs 41. However, the tool 40 may be implemented in any convenient form. For example, the tool 40 may be in the form of a ring (not shown) so that it may be easily worn by a player during a game.

[0039] Figure 2 is a perspective view of the game piece base 10 after assembly. In a typical implementation, a figure may be attached to the upper surface 74 of the selector disk 20. For the sake of clarity and understanding the game piece base 10, no character is attached in Figures 1-6.

[0040] Figure 3 is plan bottom view of the selector disk 20 to better illustrate the stat slot 62, the circular depression 72 and the button 54.

[0041] Figure 4 is a top plan view of the base disk 30 to better illustrate the upper surface 34 of the base disk, the post 38 and the indentations 70 and the periphery of the base disk.

[0042] When assembled, as illustrated in Figures 5 and 6, the label 25 is applied to the upper surface 34 of the base disk 30, and the base disk 30 fits within and is captured by the fingers 42 of the selector disk 20. The circular depression 72 is provided in the center of the bottom surface 66 of the selector disk 20 to receive the post 38. This arrangement allows the selector disk 20 to be rotated relative to the base disk 30.

[0043] As illustrated in Figure 11C, a figure 80 may be attached to the upper surface 74 of the selector disk 20 to form a game piece or warrior 90. The figure 80 may be any representational figure representing a character in a game.

[0044] In other embodiments (not shown), the described game piece base 10 may be any record-keeping device, such as mechanical and electronic counters that are suitable for recording and conveying information. Specifically, the game piece base 10 allows for the variation of indicia during the course of play. In still other embodiments, the figure 80 may be any suitable type of figure, including humans, animals, and mythical, mechanical, or fantastical creatures. The game piece base 10 may be made available in conjunction with or separately from the figure 80 to allow for interchangeability between figures 80 and bases, or to allow one to acquire a base to match a figure 80 one already has.

[0045] As is described in more detail below, the design of the game piece base 10 means that each game piece base 10 carries with it a complex two dimensional table that reflects a character's performance statistics at up to twelve stages of damage, where each discrete location of the base disk 20 with respect to the selector disk 30 represents a stage of damage. In alternate embodiments, other numbers of discrete locations can indicate other stages of damage. Thus, the game piece base 10 provides both the table and the current performance of the character, eliminating voluminous rulebooks and record keeping.

[0046] In addition to the data provided on the label 25 and visible through the stat slot 62, the upper surface 74 of the selector disk 20 contains additional data 78 about the particular figure 80 and its operational capabilities. For example, the additional data may be group or clan identification data, strength data of the figure 80 and/or data to indicate a range of attack capability. Details of the additional data are provided below in the context of the game operation.

[0047] The operation of game will be discussed in the context of a particular character set identified as Mage Knights. However, those skilled in the art will appreciate that the principles of game operation and the interplay of the figures 80 and the item slots 60 are applicable to other character sets.

[0048] In Mage Knight, you take the role of a powerful warlord: a king, baron or high wizard who sends his troops out to do battle with opposing armies. Races of fantastic beings populate your army, while arcane magic and powerful technologies arm them. Mage Knight is a fast-playing game of tabletop combat using collectable Mage Knight miniatures. Each miniature is called a warrior (or figure 80), and is a member of one of several different factions. If a figure 80 has no faction symbol, it is a Mage Spawn and cannot use faction-based rules. In addition to belonging to a faction, some warriors are also members of subfactions. Table 1 below lists all factions and subfactions:

TABLE 1 Faction/Subfaction List

Atlantis Guild
Atlantean Empire
Imperial Legion
Golemcore
Elemental League
Necropolis Sect
Dark Crusaders
Deathspeakers

Order of Vladd
 Black Powder Rebels
 Black Powder Revolutionaries
 Northlanders
 Bloody Thorns
 Elven Lords
 Temple Masters
 Free Armies
 Knights Immortal
 Orc Raiders
 Orc Khans
 Broken Tusk
 Shadow Khans
 Draconum
 Shyft
 Hero
 Solonavi
 Apocalypse

[0049] Selected subfactions have extra abilities that may come into play during the course of the game. The player may select his warriors, in a manner described below, taking these special abilities into account. Table 2 below lists subfaction abilities:

TABLE 2 Faction/Subfaction Abilities

Atlantean Empire

Rally Ability. If this warrior is has the Demoralized special ability at the beginning of the command phase, heal this warrior of 2 damage. If this warrior has a

captive at the beginning of the command phase, this warrior may eliminate its captive without being given a special action.

Golemcore

Field Repair. Give this warrior a close combat action, with a friendly figure with the Golem damage type as the single target. Neither this warrior nor the target Golem can be in base contact with an opposing figure. Ignore all modifiers to the close combat attack. If the attack is successful, and the Golem is not on its starting position, heal the Golem of 1 damage. Ignore all repair markers on the Golem's combat dial for purposes of healing.

Dark Crusaders

Deathspeakers

Revenant. At the beginning of your command phase, give this warrior a special action. Choose an eliminated figure to be reanimated. Turn the reanimated figure's dial to its starting position. Place the reanimated figure on the battlefield within 10" of this warrior. Reanimated flying figures must be placed at ground level. The reanimated figure is a friendly figure while it remains on the battlefield. At the end of the turn, remove it from the game.

Order of Vladd

Vampirism. If this warrior makes a successful close combat attack, it heals 1 damage.

Black Powder Revolutionaries

Northlanders

Reconnaissance. If a player's army is composed of at least one-half Northlander figures (as measured by Point Value), reveal two terrain cards instead of a single battle card during battlefield preparation. Once all players have revealed their

cards, select one of your terrain cards to use in this battle and remove the other terrain card from play.

Bloody Thorns

Sniper. This warrior can change its facing at any time during your turn without being given an action. When this warrior is given a ranged combat action, decrease the defense value of each target figure by 2.

Elven Lords

Temple Masters

Gallant Defense. Each friendly Temple Masters figure in base contact with this warrior can use this warrior's defense value instead of its own.

Free Armies

Forced March. Each Free Armies figure in a movement formation with this warrior can use this warrior's speed value instead of its own.

Orc Khans

Broken Tusk

Reckless. When this warrior makes a successful close combat attack, you can give it 1 pushing damage to increase its damage value by 1. This ability may be used multiple times.

Shadow Khans

Hide. Decrease by 1 the damage this warrior takes. When this figure is in concealing terrain, increase its defense value by 1.

[0050] When players get together for a Mage Knight game, each player builds an army from his own collection of warriors. You can build your army hundreds of different ways, using figures from a single faction or mixing warriors from several factions.

together. In the current age of chaos, armies of every possible configuration have been seen on the battlefield.

[0051] You can play Mage Knight with as many people as you like, but the game plays best when there are two, three or four players, each with a unique army. You can also play battles with two (or more) sides, with two or more teammates allied on each side. Using these rules, you will fight your armies against one another to see who can claim victory!

[0052] A Mage Knight miniature is composed of three main parts: the figure 80, the base 30 and the selector disk 20, which may be referred to as the combat dial.

[0053] The upper surface 74 of each warrior's selector disk 20 contains important additional data, as discussed above. Figure 8A is a top plan view that illustrates an example of the additional data. Figure 8B is a bottom plan view illustrating the bottom of the base disk 20 and the pattern formed thereon. Figure 8C is a front elevation view. Figure 8D is a left side elevation view, which is identical to the right side.

[0054] Returning again to Figure 8A, the number of stars indicate the strength of a particular character. In the example illustrated in Figure 8A, the character is a unique character and has no stars on the upper surface 74 of the selector disk 20. Other characters appear identical, but have different strength values. For Example, an elfin bowman may be provided in three different versions. The particular figure 80 with one star indicates a weak character, two stars indicates a standard character and three stars indicates a tough character. The rank (*i.e.*, number of stars) typically affects the numeric values that are characteristic of a particular warrior.

[0055] The additional data 78 also include a Faction Symbol and a Subfaction Symbol. As will be discussed in greater detail below, the faction and subfaction affect certain group movements and characteristics. The ability to wield certain items, discussed below, may also be affected by a warrior's faction and/or subfaction.

[0056] The additional data 78 also includes a Front Arc, Rear Arc and Arc Extensions. These various arcs are indicative of attack capabilities of the particular figure 80. The additional data 78 also includes a Point Value for the particular figure 80

as well as the Character Name and Collector's Number. The point value is indicative of the relative value of the particular figure 80 while the name and collector's number assist the player in the collection of gaming pieces.

[0057] There are 160 different Mage Knight warriors in the Unlimited set. Other sets may have up to 130 different characters. Some figures look the same, but have different ranks, paint schemes and combat dials to identify them. Each figure's base has a collector's number on it so that individuals can keep track of their collection.

[0058] The combat dial is the unique feature that sets Mage Knight apart from all other miniatures games. The combat dial is the rotating disk (*i.e.*, the base disk 30) that forms the game piece base 10. Each warrior's combat dial shows sets of numbers that tells the player how good their warrior is at doing certain things. Each time a warrior takes a click of damage during the game, the player clicks the combat dial (*i.e.*, the game piece 10) clockwise to the next set of numbers. Each time a warrior takes damage, his combat dial numbers change, often reducing his effectiveness. When your warrior takes a click of healing during the game, click his combat dial (*i.e.*, the game piece 10) counter-clockwise.

[0059] As noted above, the bases on many characters turn from underneath the dial using the tool 40 (see Figure 7). A tool 40 may be included in each Starter Set.

[0060] The characteristics of the individual warrior is also part of the additional data 78 on the upper surface 74 of the selector disk 20. This additional data is summarized in Table 3 below:

TABLE 3 Warrior Characteristics

Speed Type – indicates permanent movement ability. In the example of Figure 8A, the speed type is illustrated as a boot, indicating that the warrior moves on the ground. Other speed types, include a wing, indicating the ability to fly, and a wave, indicating the ability to move across aquatic terrain.

Speed Value – indicates a movement distance for each turn. A speed value, visible through the stat slot 62 (see Figure 8A) indicates the distance, in inches, that the warrior can move. As the warrior's strength fluctuates, the numeric value for speed type may change. It should be noted that speed value may also be measured in convenient metric terms, such as centimeters.

Attack Bonus – indicates a static extra value that a warrior receives for ranged combat attacks.

Attack Type – indicates the type of attack, such as a bow and arrow attack, sword attack, or magic attack that can be performed by the individual warrior.

Attack Value – indicates a variable numeric value indicative of the strength of an attack.

Defense Type – indicates the type of defense available for a warrior and possible immunity. For example, a shield with superimposed wand indicates immunity from a magic attack.

Defense Value – a variable numeric value indicative of a warrior's strength in defending against an attack.

Range – indicates the maximum distance over which a ranged attack may occur.

Number of Attacks – indicates the number of attacks that may be performed in the course of one turn. In the example of Figure 8A, two arrows are illustrated to indicate that two individual enemy warriors may each be attacked on time. In one embodiment, a player is prohibited from attacking a single enemy warrior two times.

Ranged Damage Value – a fixed damage value inflicted upon an enemy warrior during a ranged attack.

Damage Type – indicates the type of warrior and the type of damage suffered by that warrior. Damage to certain warrior types may be ameliorated by healing if the player has a medic character within his army. Other damage types may

be indicative of damage to a mechanical robot character, which requires repair from a repair technician rather than a medic.

Damage Value – a variable number, visible through the stat slot 62 (see Figure 1), indicative of the value inflicted upon an enemy warrior in a successful attack.

Ability Nexus – indicates an enhanced ability based on the color of the ability nexus symbol visible through the stat slot 62. The ability nexus illustrated in Figure 8A is directed to the attack value and provides enhanced attack capabilities. The ability nexus could be pointed towards the speed value, the defense value or the damage value to alter those variable characteristics. As discussed in greater detail with respect to Table 4, special abilities may be conferred upon a warrior. These special abilities may affect the speed characteristic, the defense characteristic or the attack characteristic of the warrior based on the color and shape of the special ability indicator and the association of the special ability with one of the values in the stat slot 62. In the example of Figure 8A, the attack value of 8 is placed in a dark blue circle, which confers an overwatch ability on the warrior. The green circle ability nexus of Figure 8A is also associated with the attack capability of the warrior. The green circle ability nexus provide the warrior with an additional ability for arcing arrows over terrain.

Starting Marker – indicates the starting position for the variable combat values.

[0061]

Combat Values. Each warrior has multiple combat values, which include the variable values shown in the stat slot 62 as well as fixed values shown on the upper surface 74 of the selected disk 20. The variable values seen through the stat slot 62 can change as the game play progresses. The variable values are on the combat dial, and can be seen through the stat slot 62. Each value appears next to its symbol on the upper surface 74 of the selector disk 20. The stat slot 62 appears on the rear of each figure's selector disk 20 generally at the back side of the figure 80, as illustrated in Figure 11C to permit easy reading by the player controlling each figure.

[0062] Mounted Warriors. Some Mage Knight figures found in certain expansion sets have a “peanut” or “lozenge” shaped double base. A double base figure printed with a horseshoe speed type is called a mounted warrior. Mounted warriors follow all rules for normal figures, except where noted in these rules.

[0063] Game Items. In addition to your Mage Knight warriors and the rules described herein, you will need the following items to play: an 18-inch flexible ruler marked in 1-inch increments and 2 six-sided dice. These items are supplied in the Mage Knight Unlimited starter set. In addition, you will need a few coins or beads to use as tokens during the game and some simple terrain items.

[0064] There are round blank stickers provided with each pack of Mage Knight warriors. You can attach one of these to the bottom of the base of each of your warriors and write your initials on the sticker to help you to sort out which warriors are yours at the end of each battle. If you use the tool 40 for the bases that turn from underneath, you can use the sticker supplied. Otherwise, simply trim the stickers supplied to fit on the bottom of the base without covering the turning bar.

[0065] There are two things you and your opponents must do before you begin a Mage Knight game. Each player must build his army, and then all players must set up.

[0066] Building Your Army. Everyone in the game should agree on the build total of each player’s army. Build totals should be in multiples of 100 points. While you are learning Mage Knight, use armies with build totals of 100 points. Once you feel comfortable with the basics, you can increase the build total of your armies to 200, 300 or more points.

[0067] Each Mage Knight warrior has a point value printed on the upper surface 74 of the selector disk as part of the additional data 78 (see Figure 8A). Each player chooses warriors for his army whose point values add up to, but do not exceed, the allowed build total. Players may also choose warriors that add up to less than the build total. For example, Player A is creating an army with a build total of 100 points. He likes the Atlantean Empire figures, so he chooses most of his warriors from that faction.

[0068] For its excellent close-combat ability, Player A takes one tough Altem Guardsman (37 points). Next, Player A chooses one weak Demi-magus (22 points) and a tough Utem Crossbowman (12 points). Both figures have good ranged attacks. Player A also selects one standard Utem Guardsman (13 points). He's going to use this figure to try and capture an opposing piece during the upcoming battle. Finally, Player A chooses a tough Leech Medic (14 points) from the Black Powder Revolutionaries. Now his army has some healing ability.

[0069] Player A adds up the point values of his warriors. The total is 98 points ($37 + 22 + 12 + 13 + 14 = 98$). Player A's warriors add up to less than the build total of 100 points, which is fine. However, he could not have exceeded 100 points.

[0070] A player's army may contain two or more of the same figure, unless that figure is unique. A figure is unique if it has no rank stars on its base. It is permissible for the same unique figure appears in opposing armies on the same battlefield.

[0071] Experience in game playing will aid the player in the selection of game pieces that work effectively for a selected strategy and game pieces that work effectively together. For example, armies can be created to keep opponents at a distance with ranged attacks, recycle dead figures, or capture and eliminate opposing figures. Of course, for each army-building strategy, there is a counter-strategy, so players should have enough diversity among his warriors to handle threats your opponents might bring to the table. Websites are available that permit a player to join a community of players who discuss army-building strategies and game rules.

[0072] In addition to the selection of warriors, the player can also include enhancement items in his army. As will be described in greater detail below, enhancement items can be used to dynamically alter the inherent capabilities of a particular warrior. Each enhancement item has certain characteristics and Point Values. The player must select the enhancement items and warriors so the total point value does not exceed the build total.

[0073] Set Up. Now it's time to create the battlefield for your game. Mage Knight can be played just about anywhere, but a flat tabletop about three feet long on each

side is best. Game boards are known in the art and available for purchase. However, those skilled in the art will appreciate that any surface can be turned into a game board. Distance for movement and attack, described in greater detail below, are measured with a ruler or tape measure thus eliminating the need for a game board with a fixed grid arrangement. Each player selects one side of the battlefield to be their starting edge. If there are only two players, choose starting edges that are directly opposite of each other. Along your starting edge, you have an imaginary rectangular box called your deployment area. Your deployment area begins at your edge and extends for 3 inches into the battlefield. Your deployment area must also be at least 8 inches away from any other edge.

[0074] Each player then places from 0 to 4 terrain items in a terrain pool off to the side of the battlefield. Terrain is fully described below. Many conventional items can act as terrain: a book, a sheet of paper, or a saltshaker can all represent terrain. Details of terrain types and effects on the game are provided below.

[0075] Objective Tokens. The objective tokens represent strategic spots on the battlefield that each player is trying to take control of. At the start of the game, place one objective token in the very center of the battlefield and give each player one of the remaining objective tokens. Next, each player rolls 2 dice. Re-roll ties. Whoever rolls the highest is called the first player. This die roll result also tells you how far away you must place your objective token from your deployment area. Measure from the edge of your deployment area to the center of the objective token when placing your objective token. Also, each player should choose an ownership token color that they will use during the course of the game. Ownership tokens are included in the starter box and are used to identify what players have taken which objective tokens.

[0076] After objective tokens have been placed, the first player then takes a terrain item out of the terrain pool and places it anywhere on the battlefield using the following rules: each terrain item must be placed at least 2 inches away from any other terrain item or any edge of the battlefield, may not be placed in any player's starting area and must be at least 2" away from any objective token. Terrain may not be placed

on top of objective tokens. The player to the left of the first player then also chooses a terrain item and places it, using the same rules. This continues among players around the table in a clockwise direction until four terrain items have been placed or, if there are fewer than four items in the pool, until all the terrain has been placed.

[0077] You can also play Mage Knight with constructed terrain and domain cards (DCs). Operational details of game playing with constructed terrain and domain cards are provided below.

[0078] After objective tokens and terrain have been placed, each player turns each of his figures' combat dials so that the green starting marker is showing in the stat slot (See Figure 8A). Now it's time to deploy your army.

[0079] The first player deploys his army on the battlefield. Each of his warriors must be placed with their center dot within his deployment area. After the first player is finished placing all of his warriors, the player to his left does the same thing. If there are more than two players, continue around the table in a clockwise direction. When the last player has deployed his army, the battle is ready to begin.

How to Play.

[0080] In Mage Knight, players alternate moving their warriors and attacking opposing figures to take control of objective tokens and win the battle. Here are the rules describing how to move individual warriors and conduct combat.

[0081] **Turns and Actions.** Mage Knight is played in a series of turns. The first player takes the first turn. The player to his left takes the next turn and so on, clockwise around the table. If a player is eliminated from the game, the remaining players continue taking turns in the same order.

[0082] You begin each turn with a certain number of actions. This number remains the same for the entire game. The number of actions you get depends on the build total of your army: you get 1 action for every 100 points of your army's build total. Therefore, an army with a build total of 100 points gives you 1 action every turn. A build

total of 200 points gives you 2 actions every turn; 300 points gives 3 actions, and so on. Your action total remains the same even when your warriors are eliminated or captured.

[0083] Each turn is broken into three phases: the command phase, action phase and end phase. During your command phase, you may want to give actions that are specific to the command phase. Some actions also resolve during your command phase, so be sure to know your warriors well!

[0084] After the command phase comes the action phase. During your action phase, you assign your actions to your warriors. You can see the result of one action before choosing the next action (if you have more than one action available). No warrior may ever be given more than one action per turn. If you have more actions than warriors, you lose the extra actions. You cannot save or accumulate actions from turn to turn. Each action must be chosen from the following four options.

1. Move action
2. Ranged Combat action
3. Close Combat action
4. Special action

[0085] Once you have finished your action phase, you move on to the end phase. During your end phase you check for ownership of objective tokens. If any player has a figure in base contact with an objective token and no other opposing warriors are in base contact with the token, that player takes ownership of that objective token. That player then places an ownership token of their chosen color on top of the objective token to show that they now own that objective. Also in the end phase, you remove any tokens from warriors who were not given an action during your action phase. Action tokens will be described below. Once you have completed your end phase, it is the next player's turn. Play proceeds with each player taking a turn.

[0086] Example: Player B has nine warriors in his 200-point army. During his command phase, after checking for ownership of objectives, Player B has a warrior with the special ability venom. This warrior now deals one click of damage to each warrior in

base contact with its front arc (See Figure 8A). Now Player B moves on to his action phase. He gets two actions during his action phase (based on a total build of 200 points), and during one of his turns, Player B wants to take a shot at one enemy figure and move closer to another one. Player B gives a ranged combat action to one of his warriors, and after resolving his attack, he gives a move action to a different warrior. Player B has now given his two actions to two different warriors and his turn is over. In his end phase he removes any tokens from figures that were given actions before this turn. Note that he could have given two warriors move actions, or two warriors ranged or close combat actions. There is no restriction on the mix of actions that you can give to your warriors on any given turn.

[0087] As an experienced player will appreciate, in small 100- or 200-point games, turns go by very quickly. Don't worry if you don't accomplish everything you want to do in a single turn. Your opponents are playing under the same restriction, and it will be your turn again very soon!

Important Game Concepts.

[0088] Before the different actions are described, here are some important game concepts.

[0089] Base Contact

Several rules refer to base contact. A figure is in base contact with another figure or token if their bases are touching.

[0090] Friendly and Opposing Figures

Friendly figures are warriors that you control in the game, or figures that are controlled by an allied teammate. Opposing figures are any warriors controlled by an opponent. Friendly and opposing status is determined at the beginning of the game and cannot change.

[0091] Marking Figures with Actions

If you give an action to one of your warriors, mark him with an action token, such as a coin or bead. This token will remind all players which figures have taken actions. During the end phase of your turn, remove all tokens from your figures not given an action this turn.

[0092] Pushing

If you give an action to a warrior so that it receives a second action token, that warrior is dealt 1 damage after he resolves his current action. This is called pushing. Pushing damage represents fatigue caused to the warrior and may not be reduced by special abilities. A warrior with two action tokens cannot be given an action so that it receives a third token.

[0093] The tokens that you use to mark your warriors remind you which figures could take the pushing penalty. If you are going to push a warrior, put a second token on him and leave both until your next turn. On that turn, the two tokens will remind you that you can't give the warrior any actions. At the end of the turn, remove both tokens.

[0094] Measurements

When measuring distances for set-up, movement and ranged combat, always measure to and from the center of a figure's base. Many bases show a center dot as a measurement reference. You may measure anything on the battlefield at any time.

[0095] Special Abilities

There are colored squares on each figure's combat dial. These colored squares are associated with areas of the stat slot 62 (See Figure 8A) and represent special abilities that your warrior possesses. Special abilities come and go as your warrior is dealt clicks of damage or is healed clicks of damage. Some warriors also

belong to a subfaction, which also grants them special abilities, as noted above. Table 4 below lists the various special abilities.

TABLE 4 Special Abilities

Speed Special Abilities

Green Square. Charge ability allows this warrior to move and make a close combat attack using the same action. Give this warrior a close combat action when it is not in base contact with an opposing figure. You can move this warrior up to its full speed value as if it were given a move action, and then make a close combat attack. This attack does not cost an extra action.

Red Square. Quickness ability. This warrior may not be part of a movement formation. This warrior may perform a move action without you having to give him one of your actions for the turn. He is treated for all purposes as if he was given an action and is marked with an action token normally.

Black Square. Stealth ability. Any line of fire drawn to this warrior that passes through hindering terrain is treated as though it has been drawn through blocking terrain.

Gray Square. Bound ability allows a warrior to move and then make a ranged attack using the same action. Give this warrior a ranged combat action when it is not in base contact with an opposing figure. You can move this warrior up to its full speed value as if it were given a move action, and then make a ranged combat attack. This attack does not cost an extra action.

Brown Circle. Pathfinder ability. This warrior's movement is not affected by hindering terrain. All figures in a movement formation with this warrior are considered to have the Pathfinder special ability.

Orange Circle. Frenzy ability. This warrior may not be a part of any formation. At the beginning of your turn, all warriors with 0 or 1 action tokens which have Frenzy must be given a non-pass action before you can give actions to figures that do not have Frenzy. If you have more warriors with Frenzy than you have actions, you may choose which warriors with Frenzy will be assigned an action. A warrior with frenzy cannot capture other figures or be captured. If this warrior already controls a captive, the captive is no longer a captive.

Black Circle. Ram ability. This warrior may not be part of a movement formation and does not cause shake off damage. When this warrior moves, and his front arc is in base contact with one or more opposing figures at the end of that movement, he inflicts 1 click of damage on each of those opposing figures after the free spin opportunity.

Gray Circle. Summon ability allows the warrior to bring an eliminated Mage Spawn figure back into play. Give this warrior a move action, but do not move it. It may not be in base contact with an opposing figure. Choose one of your eliminated Mage Spawn warriors with a point value no greater than this warrior's point value. Turn the chosen figure's combat dial to the Starting Position and place it in base contact with this warrior.

Dark Blue Circle. Strong flyer ability allows the warrior to carry other warriors. Give this warrior a move action. When this warrior moves and is not soaring, select a friendly figure in base contact with this warrior. The selected figure moves with

this warrior and must end the move in base contact with this warrior. At the end of the move, give the selected figure an action token if it has zero or one action token.

Purple Circle. Submerged ability allows the warrior to start the game under water. When preparing the battlefield, deploy this warrior after all players have deployed their figures without Submerged. This warrior can be deployed in any water terrain, though it cannot be deployed in base contact with an opposing figure.

Attack Special Abilities for Sword Attack Warriors

Green Square. Healing ability allows a warrior to heal friendly figures with a close combat action. Give this warrior a close combat action targeting a friendly figure. Neither this warrior nor the target figure may be in base contact with an opposing figure. Ignore all modifiers to the close combat attack. If the attack is successful, heal the target figure of damage equal to this warrior's damage value. Alternatively, you can roll one six-sided die and heal the target figure of damage equal to the die roll result.

Red Square. Weapon master ability. Give this warrior a close combat action. If the attack succeeds, roll one six-sided die. Deal damage equal to the result of the die roll instead of this warrior's damage value.

Black Square. Vampirism ability. If this warrior makes a successful close combat attack and deals damage greater than zero to the target figure, it heals 1 damage.

Purple Square. Thunder blow ability allows a warrior to increase its damage in close combat attack. Give this warrior a close combat action against a single target. If the attack is successful, this warrior can continue to attack the same target until an attack is unsuccessful. Each additional attack decreases this warrior's

attack value by 1. Deal damage to the target equal to this warrior's damage value plus 1 for each additional successful attack beyond the first.

Green Circle. Parry ability reduces an opposing figure's attacking ability. When this warrior is the single target of a close combat attack, you may roll one six-sided die. Reduce the attacker's attack value by the result of the die roll for that attack.

Red Square. Venom ability. At the beginning of your command phase, this warrior delivers 1 damage to each opposing figure in base contact with its front arc.

Black Circle. Sweep ability. Give this warrior a close combat action. He may not make a capture attempt. This warrior may resolve his attack against every opposing figure in his front arc. Roll the attack dice once and compare the result to the defense values of all opposing target figures. This attack inflicts the warrior's normal damage against all targets successfully hit.

Brown Circle. Counterattack ability allows the warrior to retaliate against an unsuccessful close combat attack. After this warrior is the target of an unsuccessful close combat attack, it may immediately make a close combat attack against the attacking opposing figure. This warrior does not receive an action token for making a counterattack.

Purple Circle. Mighty cleave ability allows a warrior to use a close combat action to damage opponents adjacent to the attack target. When this warrior succeeds at a close combat attack against a single target figure, compare the attack result to the defense values of all opposing figures in base contact with the target to determine if they would also be successfully hit. Deal damage equal to this warrior's damage value to each figure successfully hit. After completing the attack action, this warrior takes 1 damage that cannot be prevented.

Attack Special Abilities for Bow Attack Warriors

Green Circle. Arcing fire ability. When this warrior makes a ranged combat attack, its line of fire is not blocked by figure bases.

Brown Circle. Bombardment ability allows the warrior to make a bombardment attack.

Dark Blue Circle. Overwatch ability. Give this warrior a ranged combat action, but do not choose any targets, determine any lines of fire, or resolve the attack. Give this warrior an action token. At the beginning of your next command phase, this warrior can resolve the ranged combat attack it was given on its last turn.

Attack Special Abilities for Wand Attack Warriors

Green Square. Hex ability. Give this warrior a special action. Once until the beginning of your next command phase, you can choose a target friendly or opposing figure that has made an attack within 18" of this warrior. The target figure must reroll the attack. Use the rerolled result instead of the initial die roll result.

Gray Square. Magic healing ability. Give this warrior a ranged combat action and choose a friendly figure as the target. The target may not be in base contact with an opposing figure, but may be in base contact with this warrior. All modifiers to the ranged combat attack are ignored. If the attack succeeds, roll one six-sided die. Heal damage to the target equal to the die roll.

Dark Blue Square. Stormfire ability allows ranged attacks to affect figures in base contact with the target figure. If this warrior succeeds at a ranged combat attack against a single target figure, compare the attack roll against the defense value of each figure in base contact with the target figure. Deal damage equal to this

warrior's damage value to the target figure and 1 damage to each other figure successfully hit by the attack.

Dark Blue Circle. Forceblast ability. If this warrior succeeds at a ranged combat attack against a single target figure, roll one six-sided die. Instead of this warrior's damage value, deal damage to the target equal to the die roll result.

Defense Special Abilities for Shield and Magic Immunity Warriors

Orange Square. Toughness ability decrease the damage this warrior takes by 1.

Yellow Square. Defend ability. Each friendly figure in base contact with this warrior may use this warrior's defense value instead of its own.

Black Square. Regeneration ability. Give this warrior a special action. Roll one six-sided die and subtract 2 from the roll. Treat a negative result as zero. Heal this warrior damage equal to the result.

Gray Square. Invulnerability ability. Increase this warrior's defense value by 2 versus ranged combat attacks that target or can affect him. Reduce by 2 clicks any damage inflicted on this warrior by ranged or close combat attacks, or special ability effects that deliver damage. This warrior cannot be healed. This warrior cannot capture or be captured. If this warrior already controls a captive: the captive is released, is no longer controlled by this warrior.

Brown Square. Ghostform ability. This warrior cannot be the target of ranged combat attacks. This warrior's base does not block line of fire.

Green Circle. Infiltrate ability allows the warrior to be deployed outside the normal deployment area. When preparing the battlefield, deploy this warrior after all players have deployed their figures without Infiltrate or Submerged. This warrior can be deployed in hindering or concealing terrain up to its speed value away from its deployment area. Once deployed, give this warrior an action token if it was deployed outside of its deployment area.

Red Circle. Dodge ability. When this warrior is successfully hit by a ranged or close combat attack, roll one six-sided die. On a result of 4–6, the attack is misses this figure instead.

Orange Circle. Terrify ability. Whenever an opposing player gives a move action to a non-Hero figure that would result in it coming into base contact with this warrior, that player rolls one six-sided die. On a result of 1 or 2, the figure may not move into base contact with this warrior this turn. This warrior is not affected by Terrify.

Gray Circle. Cursed ability. If this warrior is affected by an action from a warrior with wand attack type, deal 1 damage to this warrior after the action is resolved.

Dark Blue Circle. Spell resistance ability makes a warrior harder to hit with a magic attack. Reduce the attacker's attack value by 3 if the attacker uses a wand attack type attack against this warrior.

Damage Special Abilities

Yellow Square. Demoralized ability. This warrior can be given only move actions. This warrior can never voluntarily be moved into base contact with an opposing figure.

Black Square. Necromancy ability. Give this warrior a move action, but do not move him. He may not be in base contact with an opposing figure. Choose one of your eliminated warriors. Turn its combat dial to the Starting Position. Roll one six-sided die and turn the figure's combat dial clockwise (the same direction as if you were applying damage) that number of clicks. If the figure's stat slot does not show three skulls, that figure is now returned to play. Place the chosen figure on the battlefield in base contact with this warrior. Do not roll the die for figures with the words Zombie or Skeleton in their names; they always return to the game at full strength.

Gray Square. Command ability. This warrior may not be captured. At the beginning of your command phase, roll one six-sided die for this warrior. On a result of 6, add one extra action to your normal action allotment for that turn. Also, at the beginning of your command phase, each friendly figure that is Demoralized in base contact with this warrior automatically heals 1 damage.

Purple Square. Crushing blow ability. When this warrior makes a close combat attack, it ignores the defense special abilities of the target figures for the duration of the attack.

Dark Blue Square. Life drain ability. If this warrior makes a successful ranged combat attack against a target figure, it heals 1 damage.

Green Circle. Tinker ability. Give this warrior a close combat action, with a friendly figure with the Golem symbol damage type as the single target. Neither this warrior nor the target Golem can be in base contact with an opposing figure. Ignore all modifiers to the close combat attack. If the attack is successful, heal the Golem of damage equal to this warrior's damage value. The Golem cannot be healed if a repair marker or the starting position appears on its dial.

Red Circle. Pierce ability. When this warrior is given a ranged combat action, he ignores each target figure's defense special abilities.

Black Circle. Magic confusion ability. Give this warrior a ranged combat action and choose one opposing target figure. An opposing target figure hit by this attack takes no damage, regardless of situations or special abilities that might otherwise inflict damage. Treat an opposing figure hit by this attack as if it has been given a move action, but you control that figure's action. Resolve this move action immediately. This action does not place an action token on the target figure, and there is no pushing penalty. The target figure may not be moved into base contact with a figure friendly to you. The target figure may not use any special ability that reads "but do not move him," and none of its optional special abilities may be cancelled while you resolve this move action.

Gray Circle. Leadership ability. If this warrior has zero action tokens, when an action is given to a friendly figure within 10" of this warrior and there is a clear line of fire between this warrior and the friendly figure, give this warrior an action token instead of the friendly figure.

Purple Circle. Immobilize ability. Give this warrior a close combat action against a single target opposing figure. If the attack is successful, deal no damage to the target. Instead, if the target has zero or one action token, give an action token to the target figure. If a second action token is placed on the target figure in this way, the target figure is pushed.

[0096] All special abilities are in effect as long as they appear in the stat slot 62. If a special ability is described as optional, it is assumed to be in effect unless it is canceled. The owning player may cancel the effect at any time, in which case it is

canceled until the end of the current turn. Afterwards, it is assumed to be in effect again.

[0097]

Movement

Your warrior's current speed value and speed type appears on his combat dial and comprise one of a Boot, a Wing and a Horseshoe. The speed type tells you how the warrior moves. Sometimes particular speed types allow a warrior to ignore certain types of terrain. Speed types are described in greater detail below. The speed value is the number of inches you may move your warrior when you give him a move action. When you move a warrior, place the Mage Knight flexible ruler on the battlefield. Measure from the center of your warrior's base to the desired destination, curving the ruler as necessary to show the figure's exact movement path. The movement path shown by the flexible ruler may not cross any figure bases and may not pass between two figures in base contact. There must be room for the figure's base at the end of it's movement path.

[0098]

When all players are satisfied that the correct movement path is shown by the flexible ruler, pick up your warrior and place him at his new position on the battlefield. When you have finished positioning your warrior, you may face him in any direction. The direction that your warrior is facing is important because he may only attack (using ranged and close combat actions) through his front arc (See Figure 8A).

[0099]

Breaking Away

If you give a move action to a warrior that is in base contact with one or more opposing figures, that warrior must attempt to break away. Roll 1 six-sided die. If you roll a 1, 2 or 3, the warrior fails to break away and may not change his position on the battlefield, though you can rotate him to a new facing. If you roll a 4, 5 or 6, you have succeeded in breaking away from all opposing figures in base contact. In that event, you may change your warrior's position on the battlefield as described above.

[0100] A mounted warrior only fails to break away from opposing figures on a roll of 1. A mounted warrior that fails a break away attempt may not rotate to a new facing. When a mounted warrior successfully breaks away from one or more opposing figures in base contact outside of his front arc, he automatically deals 1 click of shake off damage to each of those opposing figures. This damage can be reduced by special abilities.

[0101] A warrior who is given a move action to activate a special ability, where the ability states "but do not move him" (e.g., Magic Levitation, Necromancy and Regeneration), does not make a break away roll.

[0102] Free Spin

If your warrior's movement brings him into base contact with one or more opposing figures, those opposing figures immediately have the option to spin in place to bring any portion of their front arcs into contact with your moving warrior. These spins, called free spins, do not cost your opponent any actions, nor do they ever cause pushing. A mounted warrior does not get a free spin when an opposing figure comes into base contact.

[0103] Example: Player A's Utem Guardsman has a speed value of 8. He gives the Guardsman a move action. An opposing Crystal Bladesman controlled by Player B is a few inches away. Player A checks that the path of the movement is okay, picks up his Utem Guardsman and places it in base contact with the Bladesman. Player B uses his free spin to put the Bladesman's front arc in contact with the Guardsman.

[0104] A Moved Warrior

A warrior is considered to have moved if his center dot changes position on the battlefield at any time during the game, or if his facing is changed at any time other than during a free spin.

[0105] Combat

Warriors can be given two kinds of combat actions: ranged combat and close combat. Both types of combat actions are described below.

[0106] Overview

The following rules apply to both ranged and close combat actions. These rules use some terms that are explained in the Ranged Combat and Close Combat sections below.

[0107] Rolling 2 and 12

Whenever you give an action to a warrior that requires an attack roll and roll a "2", you automatically miss the target. This is called a critical miss. Your warrior is dealt 1 damage after a critical miss. This damage cannot be reduced and represents a weapon backfire or your warrior straining or wounding himself during the action.

[0108] If you roll a "12," then you have automatically hit the target. This is called a critical hit. If you were trying to deal clicks of damage to the target, then the critical hit deals 1 extra damage. If your attack is against multiple ranged combat targets, this 1 extra damage is dealt to all targets hit by the attack. If you roll a "12" while you are trying to heal damage to a target, you are automatically successful and heal 1 damage to the target.

[0109] Targeting Friendly Warriors

You cannot target a friendly warrior with a damaging attack. Additionally, a warrior may never target himself with any attack or special ability, damaging or healing.

[0110] Targeting Opposing Warriors

Some warriors have a Magic Immunity defense type. Warriors with this defense type have magic immunity. Warriors with this defense type cannot be affected

by any special ability with the word "Magic" in its name and cannot be targeted by any attacks that use the wand attack type.

[0111] Healing and Other Repairing Abilities

Some special abilities make it possible to heal or repair damage to a warrior's combat dial. When healing or repairing damage to a warrior, click the combat dial counter-clockwise, but never turn past the figure's starting marker.

[0112] Some warriors have the Golem damage type. Warriors with this damage type may not be healed. Instead, they are repaired. Also, warriors with the Golem damage type also have repair stoppers on their dial in addition to the starting position.

[0113] Whenever a warrior with the Golem damage type is repaired clicks of damage, click the combat dial counter-clockwise until all the clicks have been repaired, or you come to a repair stopper on the warrior's dial. If a warrior already has a repair stopper showing in their stat slot, they may not receive any clicks of repair.

[0114] Eliminating Warriors

As soon as three skulls are revealed through the stat slot, your warrior is eliminated from play and removed from the battlefield.

[0115] Sequence of an Attack

Use the following sequence of events to make a ranged or close combat attack, regardless of whether or not you are using a formation:

A. Give a combat action to your attacking warrior (or primary attacker of an attack formation).

B. Declare the target(s) of the attack.

C. Declare a capture attempt, if applicable.

D. Place an action token on each warrior contributing to the attack.

E. The attacking player chooses which of his optional Special Abilities to turn off.

F. The defending player chooses which of his optional Special Abilities to turn off.

G. Roll the attack dice and determine if the attack is successful.

H. Calculate damage dealt and apply the damage to the combat dial(s) of the target(s).

I. Apply effects generated by the damage (e.g., Vampirism).

J. Apply pushing damage to the attacker(s), if applicable.

[0116] Combat

Mage Knight warriors can specialize in certain types of attacks. The attack types include those identified by a wand, bow or sword attack icons. Warriors will often have an attack bonus next to their attack type. This is a modifier that your warrior can add to its attack value when using that specific attack type.

[0117] Many things can modify values Mage Knight, and because of this there is a special rule called the rule of three. The rule of three makes sure that once all modifiers have been calculated, no value can be modified by more than a total of three. This rule is explained in greater detail below.

[0118] When you want one of your warriors to make an attack, you can give them a ranged combat action or a close combat action. All warriors can be given close combat actions.

[0119] Ranged Combat

Ranged combat represents everything from bow- and gunfire to magical spell attacks. A warrior with a range value greater than 0 may be given a ranged combat action to perform an attack from a distance. The range value is the maximum number of inches that your warrior's attack can reach. If the range value is greater than 0 and your warrior is not in base contact with an opposing figure, then you may give

your warrior a ranged combat action. The figure given a ranged combat action is called the firer. Place one end of a string or ruler at the center of the firer's base and draw it in a straight line to the center of the target figure's base. This is called the line of fire.

[0120] A line of fire must pass through the firer's front arc, and be no longer than his range value. The line of fire is blocked if it crosses any figure base (friendly or opposing) other than the firer and the target. If the line of fire is blocked, you may not attack the target figure. You may check a potential line of fire at any time. If the line of fire passes through a target's rear arc, add 1 to the firer's attack value.

[0121] Some warriors specialize in ranged combat actions. These warriors have a bow attack type symbol on the upper surface 74 of the selector disk 20, as seen in Figure 8A. Warriors with this attack type have proficiencies called Precision and Point Blank. Precision allows a warrior to use a ranged combat action to target opposing figures in base contact with friendly figures. Add 2 to the target's defense value when using precision. Point Blank allows a warrior given a ranged combat action to add 1 to it's attack value OR it's damage value when the target figure(s) is within $\frac{1}{2}$ the distance of the warrior's range value (rounded up).

[0122] To resolve an attack, roll 2 six-sided dice and add them to your warrior's modified attack value. If the result is equal to or greater than the target figure's modified defense value, the attack is successful and your warrior deals clicks of damage to the target figure.

[0123] Ranged Combat Damage

When your warrior makes a successful roll of the dice using a ranged combat action, your warrior deals damage to the target equal to his ranged damage value, plus any modifiers. Your opponent must click the target's combat dial clockwise that number of times. Special abilities (such as Magic Enhancement) and game modifiers (such as multiple ranged combat targets) can change the damage inflicted on a target with a ranged combat action.

[0124] Ranged Combat against Multiple Targets

Your warrior might be able to affect two or more target figures with a single ranged combat action. However, you may never target a figure more than once during a ranged combat action.

[0125] All figures show one or more arrow symbols beside their range value. The number of arrow symbols is the maximum number of different targets your warrior may target with a single ranged combat action. If you are firing at more than one target, you must be able to draw an unblocked line of fire to each target.

[0126] Hint: Certain special abilities, such as Flame/Lightning and Stormfire, also allow ranged combat actions to be resolved against multiple figures, but you'll only have to draw a line of fire to the main target of the attack.

[0127] When your warrior is attempting to affect more than one target with a ranged combat action, you only make one ranged combat attack roll. Compared this roll to every target's modified defense value. Some targets with low defense values may be affected by the attack, while the same attack might miss others with high defense values. After determining which figures have been hit, the attacking warrior then divides his damage value between the targets. The attacking warrior may deal 0 damage to a target. The attacking warrior must assign all damage to a figure at once.

[0128] Example: Player A gives a ranged combat action to his Khamsin Gunslinger. The Gunslinger has two arrow symbols next to his range value. Player A chooses two opposing figures within his warrior's range value and front arc. The lines of fire to the two targets are not blocked and neither target is in base contact with any figure friendly to Player A. In other words, both targets can be attacked! The attack value of the Gunslinger is 7. Player A rolls 2 six-sided dice, for a result of 8. The total attack roll is 15 ($7 + 8 = 15$). Player A compares his 15 to the defense values of the two targets: one is a Mending Priestess with defense value 16, and the other is a Leech Medic with defense value 15. The Gunslinger's attack misses the Priestess, but hits the Medic for 1 click of damage.

[0129] Close Combat

Close combat represents hand-to-hand and melee weapon attacks. Some warriors excel with close combat actions. These warriors have a sword attack type symbol. Warriors with this attack type can also use a proficiency called Gang Up. Gang Up allows a warrior to add 1 to his attack roll for each friendly figure whose front arc is in base contact with the target figure. Each friendly figure must have the same faction symbol as the attacking warrior in order to use Gang Up. Only the warrior given the close combat action receives a token.

[0130] The front arc of your warrior must be in base contact with the target figure(s) before you can your warrior can make an attack using a close combat action.

[0131] Roll 2 six-sided dice and add them to your warrior's modified attack value. If the result is equal to or greater than the target's modified defense value, then you have made a successful close combat attack. If your warrior is in base contact with the target's rear arc you add 1 to the attack value.

[0132] Close Combat Damage

When your warrior makes a successful roll of the dice using a close combat action, your warrior deals damage to the target equal to his damage value, plus any modifiers. Your opponent must click the target's combat dial clockwise that number of times. Close combat damage can be altered by special abilities (e.g., Weapon Master).

[0133] Close Combat Capturing

Only warriors with the sword attack type symbol may make a capturing attack. Give the warrior a close combat action and increase the defense value of the target by 3. If the attack is successful, the target figure takes no damage but becomes the warrior's captive. Remove any action tokens from the captive warrior. When holding a captive, this warrior is considered to have the boot symbol speed type and must use the lower of the two speed values (captor or captive). When holding a

captive, a warrior may only be given move actions. When moving a captive, the captor must maintain base contact with the captive before and after move actions. The captor may abandon its captive at any time during its turn by being given a move action and leaving the captive figure behind. Captives are also abandoned if the captor is eliminated from play. Abandoned captives immediately revert to normal and can be targeted with attacks as normal. A captive cannot be given an action and its special abilities or icons are ignored.

- [0134] A captive figure can also be eliminated from play by the controlling figure. To eliminate a captive, give the captor a close combat action to make an attack against the captive. Increase the captive's defense value by 3 (as it struggles for its life!). If the attack roll is successful, the captive is eliminated from play. If the attack roll is unsuccessful, the captive takes no damage.

[0135] Rule of Three

When you give a combat action to a warrior, there are many things that can affect the values used in the attack. Sometimes terrain or special abilities can increase a figure's defense value, or relics and items can increase attack values. There are even ways to increase damage values. Since a lot of these modifiers can stack up in Mage Knight, there is a special rule called the rule of three. The rule of three makes sure that once all modifiers have been calculated, no value can be modified by more or less than a total of three.

- [0136] For example, Player A gives his Atlantean Sorcerer a ranged combat action to use a wand attack type to attack a Black Powder Rifleman. Player A decides to use the three Apprentice Sorcerers to use a ranged combat formation to add to the Atlantean Sorcerer's attack value. Each additional figure adds 2 to the Atlantean Sorcerer's attack value, so it currently has a +6 to its attack value. In addition, the line of fire passes through the Black Powder Rifleman's rear arc, adding an additional 1 to the attack value for a total of +7 to the Atlantean Sorcerer's attack value. The Black Powder Rifleman has the Spell Resistance special ability, which reduces the Atlantean

Sorcerer's attack value by 3. The total modifier to the Atlantean Sorcerer's attack value is +4. Because of the rule of three, the total amount of the modifier is reduced to 3.

[0137]

Formations

An action that you give to one of your warriors can be shared among other friendly figures by using formations. You may always choose whether or not to use a formation, and a formation only exists for the duration of an action. Formations have no effect before or after the action, or during other player's turns.

[0138]

Formation Restrictions

All members of a formation must be from the same faction, though they can be from different subfactions. Look at the faction symbol on each figure's base to determine if the figures may be part of the same formation. Mage Spawn figures don't have faction symbols, so you can never create a formation using them exclusively. However there are exceptions, as discussed below with respect to the Shyfts faction.

[0139]

Formation Movement

If 3, 4 or 5 of your warriors are grouped together so that each one is touching the base of at least one other warrior, then you can call this group a movement formation. Only a warrior eligible to receive a move action may be a member of a movement formation. When you give a move action to just one of these warriors, all of the warriors in the movement formation may move as part of that same action. The speed of each figure in the movement formation is reduced to the speed of its slowest figure. Move all figures in the formation normally, one at a time. The action ends when each member of the formation has moved. During the action, the warriors must be moved to positions on the battlefield so that at the end of the action each member is once again in base contact with at least one other warrior from the formation. The formation cannot be split into two or more groups at the end of the action.

[0140] Even though only one warrior in the formation is given the move action, each member of the formation is marked with an action token and all are considered to have taken an action. Using a movement formation may cause some figures to be pushed, while others are not. This depends on which figures took an action on the player's preceding turn, as shown by their tokens.

[0141] If any figure in a movement formation fails a breaking away roll, that figure may not move, though it can still rotate to face a new direction. Other figures in the formation can move normally, but at the end of the action, each warrior's base must still be touching the base of another warrior in the formation. Those skilled in the art will appreciate that movement formations are good because one move action allows you to move several warriors instead of just one.

[0142] A warrior given a move action to activate a special ability, where the ability states "but do not move him" (e.g., Magic Levitation, Necromancy, Regeneration), cannot be a member of a movement formation.

[0143] Ranged Combat Formations

If 3, 4 or 5 of your warriors are grouped together so that each one is touching the base of another, you may declare a ranged combat formation. Only a warrior eligible to receive a combat action to make a ranged combat attack may be a member of a ranged combat formation. When make a ranged combat attack with just one of these warriors, all of the warriors in the formation contribute to the attack. Ranged combat formations can only be used when the attack is only going to affect a single target figure, and the intent is to damage (not heal) it.

[0144] Each member of the ranged combat formation must be able to draw a line of fire to the target figure. The target must be within the range value of each of the formation members. The warrior to whom you give the ranged combat action is called the primary attacker. To resolve the attack, you use the primary attacker's attack value and damage value. If a member of the ranged combat formation has the bow attack

symbol, it may either add 2 to the attack roll or 1 to the damage value. If a member does not have the bow attack symbol, it may only add 2 to the attack roll.

[0145] As another example, warriors from the Elemental League are positioned for a ranged combat formation. Lines of fire are drawn; all are clear and within the range values of each figure. The ranger is chosen as the primary attacker. The primary attacker chooses to use one member of the formation to add 2 to the attack roll and the other member to add 1 to his damage value.

[0146] Even though only one warrior in the formation is given the ranged combat action, each member of the formation is marked with an action token and all are considered to have taken an action. Using a ranged combat formation may cause some figures to be pushed, while others are not. This depends on which figures took an action on the player's preceding turn, as shown by their tokens.

[0147] Those skilled in the art will appreciate that ranged combat formations are good because they allow you to hit targets with very high defense values.

[0148] Critical Misses with Formation Attacks

If you roll a critical miss during a ranged or close combat formation attack, the attack automatically misses and only the primary attacker is dealt 1 click of damage.

[0149] Shyfts

All warriors with the Shyft faction symbol have the ability to form formations with Mage Spawn figures. Shyft and Mage Spawn warriors may be part of the same movement or ranged combat formation when two conditions are met. When the formation is declared, each Mage Spawn figure in the formation must be in base contact with at least one Shyft figure in the formation. When the formation's action is completed, each Mage Spawn figure must be in base contact with at least one Shyft figure that started the action as a member of that formation.

[0150] Otherwise, all other formation rules are in effect. Note that in a mixed Shyft/Mage Spawn close combat formation, each Mage Spawn figure must be in base

contact with a Shyft figure in that formation. It is further noted that Mage Spawn cannot Gang Up.

[0151] Terrain

You do not have to use terrain when you fight a Mage Knight battle, but adding terrain to your tabletop will make your game more challenging and interesting. There are three main types of terrain in Mage Knight: clear, hindering, and blocking. These terrain types can exist at tabletop (ground) level, or they can be elevated. In addition, there are several types of special terrain described at the end of this section. A figure is considered to be "in" a terrain feature if its center dot is in the terrain.

[0152] Clear Terrain. Clear terrain represents anything from a grassy plain to a city square. The entire battlefield consists of clear terrain, except in those areas where hindering, blocking or special terrain items are placed. You may not place non-elevated clear terrain in the terrain pool when setting the scene.

[0153] Hindering Terrain. Hindering terrain consists of brush, light woods, debris and other, similar terrain. You can represent such terrain using shapes cut out of construction paper or cloth. The outer edges of these shapes represent the boundaries of the hindering terrain. Hindering terrain should lie flat on the table so that it does not interfere with the placement of a warrior's base. You can place scale models of bushes and small trees on top of your hindering terrain shapes for visual effect. During the game, you can reposition these models within the boundary of the terrain, since they have no effect on the play of the game.

[0154] Your warriors can move into and through hindering terrain with some restrictions. If your warrior begins a move with any part of his base touching clear terrain, his movement must end immediately when his base crosses completely into a hindering terrain feature. He does not have to stop if his base does not cross completely into hindering terrain. If your warrior begins a move with any part of his base touching hindering terrain, his speed value is cut in half for the turn (round up to

the nearest whole inch), even if he begins his movement by leaving the hindering terrain. This reduction is made after all other adjustments to the figure's speed value.

[0155] If a line of fire passes through any amount of hindering terrain and/or any number of hindering terrain features, add 1 to the target's defense value. This is called the hindering terrain modifier. Close combat attacks are not affected by hindering terrain.

[0156] An attacker whose center dot is in hindering terrain is not penalized by the modifier if his front arc lies entirely outside of the hindering terrain boundary and the line of fire does not pass through any other hindering terrain features. This represents your warrior's ability to fire from the edge of hindering terrain: protected by it, but not penalized by it. When using a ranged combat formation, only the primary attacker's line of fire is subject to the hindering terrain modifier.

[0157] Concealing Terrain. Another type of hindering terrain is concealing terrain. Concealing terrain is the same as hindering terrain, except that warriors do not need to stop moving when they enter it and their movement is not affected by it. Thus, concealing terrain is the same as hindering terrain, except that a warrior's movement is not affected when entering or leaving it.

[0158] Blocking Terrain. Some examples of blocking terrain include large boulders, high walls and buildings. You can represent blocking terrain using common items like decks of cards and small cartons, or you can use scale models. Figures cannot move into or through blocking terrain. Also, blocking terrain blocks any line of fire crossing it.

[0159] Chasms. Chasms are terrain features that represent canyons or gorges. Warriors cannot move into chasms.

- [0160] Elevated Terrain Types. Clear, hindering and blocking terrain may be elevated above the ground level battlefield to form hills and low plateaus. All elevated terrain is assumed to represent the same level of height above the battlefield.
- [0161] You can represent elevated terrain types with stacks of books and magazines, or use scale models. If you are using models for hills, use models with a distinct elevation change and flat upper surface.
- [0162] All figures must stop as soon as they move up into elevated clear or hindering terrain, or down out of it. When measuring your move, don't measure any vertical distance traveled, just the horizontal portion of your warrior's move along the tabletop or elevated terrain type.
- [0163] Elevated terrain blocks line of fire unless the firer or target or both are on elevated terrain. For example, a line of fire passes through hindering terrain and a figure base, but because the firer is elevated, the intervening features can be ignored. If both the firer and target are on elevated clear terrain, nothing affects the line of fire except elevated hindering and blocking terrain and the bases of other elevated figures.
- [0164] If the firer or target is on elevated terrain, but the other is not, the line of fire is blocked if it crosses a different elevated terrain feature. Intervening blocking terrain also blocks the line of fire, whether elevated or not. Intervening bases of elevated figures will also block these lines of fire, but those off of elevated terrain can be ignored. Hindering terrain modifies the attack only if either the firer or target is in hindering terrain, or the hindering terrain is elevated; otherwise it can be ignored.
- [0165] Height Advantage. When a firer who is not on elevated terrain makes a ranged combat attack against an elevated target, the target's defense value is increased by +1. This is called the height advantage modifier. A target figure might gain the benefit of the height advantage modifier and the hindering terrain modifier at the same time. This would increase its defense value by +2.
- [0166] When using a ranged combat formation, only the primary attacker's line of fire is subject to the height advantage modifier and hindering terrain modifier.

[0167] Close combat attacks are allowed between figures at different elevations. Also, members of a formation may occupy different elevations. Since base contact is a condition for both close combat and formations, look down from overhead to determine whether base contact would be possible if the elevation difference was not present. If so, then base contact is assumed.

[0168] If the target of a close combat attack is elevated, while the attacking warrior/primary attacker is not, the target gets the height advantage modifier.

Special Terrain

[0169] Mage Knights includes a number of special terrain features that affect game play. These features are discussed below.

[0170] Shallow Water

Shallow water features, like streams, fords and ponds, are treated as hindering terrain for movement, but have no effect on ranged combat actions.

[0171] Deep Water

Deep water features, like rivers and lakes, are treated as blocking terrain for movement, but have no effect on ranged combat actions.

[0172] Abrupt Elevated Terrain

Raised parapets, flat rooftops and plateaus flanked by cliffs are examples of abrupt elevated terrain. Abrupt elevated terrain is treated like normal elevated terrain except that close combat attacks are not allowed between figures on and off such a feature. Also, formations may not exist if some members are on and some are off such terrain. Figures may only move onto or off of such terrain at an access point such as a stairwell or ladder, or if they have the Flight special ability. Every abrupt elevated terrain item must have at least one access point designated when it is placed in the

terrain pool. The path of non-Flight movement must be measured to and from such access points.

[0173] Constructed Terrain

Constructed terrain is a special type of terrain that can also be used in the Mage Knight game. All players should agree to use constructed terrain before playing. When using constructed terrain, up to two pieces of constructed terrain may be substituted for one terrain piece. Constructed terrain is placed just as any other terrain, except that constructed terrain pieces may be placed in contact with each other, and, when two constructed terrain pieces are substituted for one terrain piece, both constructed terrain pieces must be placed at the same time. In another example, four constructed terrain pieces may be substituted for two terrain pieces.

[0174] Constructed terrain features can be built from one or more constructed terrain cards and can represent many different terrain types. A terrain card may contain multiple pieces that can be separated and assembled to symbolize a screen, tent, watch tower or other object. A sample constructed terrain card is illustrated in Figure 9 after the pieces of the card are fully assembled. The constructed terrain card contains information identifying the Terrain Assembly Piece, Terrain Type, Defense Value, Fortification Value, Structural Point Value and any Additional Rules that may apply uniquely to that constructed terrain card.

[0175] The terrain type tells you what sort of terrain the terrain feature represents, such as blocking, hindering, etc. The defense value is the value an attack roll needs to meet or exceed in order to hit and damage the constructed terrain. The fortification value is added to a figure's defense. Also, some constructed terrain allows a figure to be within that terrain feature. If a figure's center dot is covered by constructed terrain, the figure is considered to be within the terrain feature. Constructed terrain that allows a figure to be within it will have a center dot reference printed on a visible area. When targeting a figure within a terrain feature, use the reference dot printed on the terrain feature to draw a line of fire to the target figure.

Note that with constructed terrain you may have to look down from above to see if a figure's center dot is within the edges of the terrain feature, or, in some cases, covered by it.

[0176] Whenever a line of fire crosses a part of a constructed terrain feature, refer to the terrain type to see what modifiers may apply. In addition to any modifiers the terrain type may grant, some constructed terrain may also have a fortification value. This value is also added to a target's defense if the target's base is touching the constructed terrain and a line of fire drawn to the target crosses part of the constructed terrain. An attacker in base contact with a constructed terrain feature is not penalized by it. A warrior cannot be given a close combat action to attack another figure if a constructed terrain feature prevents base contact between them.

[0177] Attacking and Destroying Constructed Terrain Features

Constructed terrain, unlike other terrain, can be destroyed and removed from play. The structural point value is the amount of damage that must be dealt to the constructed terrain feature in one turn in order to destroy it and remove it from play. Constructed terrain can be the target of ranged combat actions as long as the firer's line of fire can be drawn to an edge of the terrain feature. A successful ranged combat attack roll will deal damage equal to the firer's ranged damage value. Close combat actions can target constructed terrain if the attacking figure's front arc is in contact with the terrain feature. A successful close combat attack roll will deal damage equal to the attacker's damage value.

[0178] Lines of fire drawn to or from titan and multi-dial figures are not affected by constructed terrain.

[0179] Domain Cards

In addition to terrain features, Mage Knight also features domain cards, or DCs. DCs can also alter terrain, weather or other conditions on the battlefield. All players should agree to use DCs before the game begins.

[0180] Before starting the game, each player should secretly choose one DC that they would like to play in the game. After terrain is placed but before players deploy their armies, each player reveals the DC they have chosen for the battle. Some DCs cancel out other DCs. Simply follow the description on the cards as you play. If you play with DCs, be wary . . . a good choice could give you a huge advantage . . . or place your army between a rock and a hard place!

[0181] Speed Types

Mage Knights permits a variety of movement types, as described below.

[0182] Boot & Horseshoe. Warriors with the boot and horseshoe speed types treat all terrain as previously listed and have the proficiency Double-Time: give the warrior a move action. Double the warrior's listed speed. At the end of the movement give the warrior a click of damage. A warrior must turn off speed special abilities when using double-time. Double-time can be used in a movement formation as long as all members of the formation have boot and horseshoe movement types.

[0183] Wing. Warriors with the wing speed type may move through figure bases and blocking terrain, and are unaffected by hindering and elevated terrain during movement. The warrior cannot end its move on another figure's base. Warriors with this speed type also have the proficiency Soaring: Give this warrior a move action. Reduce speed to $\frac{1}{2}$, rounded up (to represent altitude gained during flight). Soaring figures may not end their movement on another figure's base, but may be in blocking terrain. A soaring warrior gains a +1 bonus to its defense, and may only be targeted by ranged attacks, other soaring warriors, or warriors with the special ability Flight. When targeting a soaring warrior, no terrain modifiers apply and figure bases do not block line of sight. Soaring warriors may target grounded or other soaring figures. To show that a figure is Soaring, place the flight stand (included with the figure) underneath the figure at the end of the warrior's movement.

[0184] Wave. Warriors with the wave speed type ignore all movement effects for any type of water. In addition, warriors with this speed type gain 2 to their defensive value when they are in any type of water terrain.

[0185] Items and Relics

Unique warriors in Mage Knight have the capability to wield weapons and armor. These are called items. A unique item is called a relic. Each unique warrior can wield multiple items with the following restrictions:

- no more than one item with a specific restriction can be wielded by the same warrior
- a warrior cannot wield more than one relic
- a player's army cannot contain more than one of the same relic

[0186] Figures 10A-10C illustrate front 100f and back 100b portions of sample item cards 100. The item card 100 describes the special abilities conferred upon a warrior that holds the item token 102 of the card. The card contains the item token 102, but it can be removed from the card 100 and placed in the item slot 60 on the game piece base 10, as illustrated in Figures 11A-11C. The item card 100 also contains a removable circular symbol token 104 indicating the type of item. The use of the symbol token 104 is discussed below.

[0187] Figure 11A illustrates the game piece base 10 and the item token 102 positioned for placement in the item slot 60. Figure 11B illustrates the game piece base 10 and the item token 102 following placement in the item slot 60. Figure 11C illustrates the figure 80 attached to the game piece base 10 to form a complete game piece or warrior 90. In the example of Figure 11C, the item token 102 is positioned in the item slot 60.

[0188] In an exemplary embodiment, the item card 100 is provided with the corresponding item token 102 attached thereto. In one exemplary embodiment, the

item card 100 has perforated edges surrounding the item token 102 to permit the easy removal of the item token. Figure 12 illustrates an intact item card 100. Figure 13 illustrates the item card 100 with the item token 102 and the symbol token 104 removed.

[0189] Returning again to Figures 10A-10C, the item card 100 also contains data identifying the item and describing any requirements for item use, the Point Value associated with the particular item card and any Modifiers provided to the wielder of the item. For example, Figure 10A illustrate a heartseeker relic and confers additional attack capabilities and defense capabilities on the wielder. For a archery attack, the heartseeker relic adds an additional two points to the offensive value of the wielder and also confers the special ability indicated by the green circle, described above in Table 4. In the present example, the green circle confers the ability to arc arrows over terrain. If the wielder of the heartseeker relic comes under attack, the relic confers an additional three points to the defensive value of the wielder. Other item cards confer different abilities and have different attack and defense values that are used to alter the combat values described above.

[0190] In another exemplary embodiment, the item card 100 is manufactured from a foam product that permits the item token 102 and the symbol token 104 to be held in place by friction. A product, sometimes referred to a Z-card foam, may be used in this embodiment to provide the desired characteristics. The advantage of this implementation is that the various item tokens 102 and symbol tokens 104 be placed back in the item card 100 at the conclusion of the game to permit easy storage.

[0191] In yet another exemplary embodiment, the item tokens 102 can be supplied separately from the item cards 100. For example, the item cards 100 may be manufactured from paper, similar to sports trading cards, while the corresponding item tokens 102 may be manufactured from wood, metal, plastic or other suitable material. The present invention is not limited by the specific form of the item cards 100 and corresponding item tokens 102.

- [0192] Requirements are the specific traits a warrior must have to wield the item or relic in question. For example, a warrior must have the bow attack type to wield a Dragonstar item token 102, illustrated in the sample item card of Figure 10B. Other requirements such as faction or minimum attack value are also possible.
- [0193] When using items in your army, the point value of the item is added to your build total, just as the point value of a figure adds to your build total. For example, Player A and Player B are playing a standard 300 point game. Player A wants a particular warrior to wield Souldrinker, a relic illustrated in the item card 100 of Figure 10C, having a point value of 47. As Player A builds his army, he must keep in mind that Souldrinker adds 47 points to the point total of his army. Player A still has only 300 points available to build his army. During set up, the selected warrior must begin the game with Souldrinker equipped and the item token 102 placed in the item slot 60 of the selected warrior.
- [0194] Relics are contained in item cards with the relic's specific rules and storyline text on it. Also, each relic has values describing its point cost, wielder requirements, and the modifiers it provides. Other item cards (not shown) are more common, cost fewer point and generally confer less extra ability to the wielder. For example, an item card may give a swordsman an enhanced sword value of +1. As noted, a warrior may have multiple items, but may have only one relic at a time.
- [0195] A warrior can wield multiple items provided it does not wield more than one item with the same speed type, attack type, defense type, or damage type requirement, and provided it has an available item slot 60 (see Figure 8A) for that item token 102 to fit in. A warrior can only wield one relic.
- [0196] An item can be dropped by its wielder at the beginning of a player's command phase. This does not cost an action. If a wielder drops an item, remove the item from the wielder's base and place the item's corresponding symbol token 104 in base contact with the warrior that has dropped the item. As can be appreciated, the item token 102 may be of variable dimensions based on the type of token. This creates potential problems when the item is dropped by a wielder because a long item may

have base contact with more than one warrior while a small item may have base contact with less warriors. To alleviate this problem, the symbol token 104 is placed in base contact with the wielding warrior who drops the item. All symbol tokens 104 have the same dimension thus avoiding an unfair advantage based on variable dimensions of the item token 102. A warrior can be given a special action to pick up an item provided the warrior meets the item's requirements, is in base contact with the corresponding item token and has an item slot available to receive the item.

[0197] It should be noted that any warrior, on any team, may pick up a dropped item if the warrior game piece is in base contact with the dropped symbol token 104. In addition, a warrior must meet the criteria for wielding an item.

[0198] If a warrior wielding items is eliminated, before removing the figure from the battlefield remove the items from the wielder's base and place the corresponding item tokens in base contact with the eliminated warrior. Then remove the warrior from the battlefield. If a warrior is captured, any items wielded by the warrior remain in control of the warrior. The only way to remove items from the captured warrior is to eliminate the warrior.

[0199] Thus, items can be dropped and picked up during the course of the game to dynamically alter the characteristics of the warriors. The use of item cards 100 permit player customization of the game pieces and dynamically alter the point value of a warrior. The use of multiple item cards 100 with a single warrior allow a great number of customized combinations for the various game pieces.

[0200] Ending the Game

The game ends when any of these things happen:

1. Only one player still has a warrior on the battlefield. Captives, and figures with the Demoralized special ability showing, do not count for this purpose;
2. A predetermined time limit for the game is reached; or
3. All remaining players agree to end the game.

[0201] Victory!

At the end of the game, players count how many objective tokens they have ownership of. Whichever player has more objective tokens wins the game. After the game, all players retrieve their eliminated and captured figures.

[0202] The Standard Game

There are many ways you can play Mage Knight, and lots of decisions you will have to make before the game starts. What build total will you use? What sort of terrain will you use? Will you set a time limit for play?

[0203] In an organized play environment, there is no need to spend time resolving these questions. Here are the guidelines for the Mage Knight standard game.

1. The playing surface is 3 foot x 3 foot square.
2. Each army has a build total of 300 points, giving 3 actions to each player at the beginning of every turn.
3. The time limit for the game is 50 minutes.
4. When setting the scene, each player contributes 4 standard terrain items to the terrain pool. Standard terrain templates are available as free downloads from www.mageknight.com.
5. Do not use elevated terrain types.
6. Follow the game's etiquette and have fun!

[0204] Mage Knight Etiquette

Miniatures games lack the restricted environments of board games and card games. This is good, because you can use your imagination to develop all sorts of unique scenarios and terrain ideas. The butter dish is a sacred stone altar. The key chain in the center of the table is a treasure chest, and the first warrior to drag it back to his table edge is the winner!

[0205] On the other hand, situations may arise which are not covered by these rules. While we have attempted to write very explicit rules, players may eventually run into a disagreement over who can do what. We suggest the following points of etiquette.

[0206] 1. Players should never spin the combat dials of any figure on the table unless it takes clicks of damage or heals clicks of damage. Then, players should only click the dials the required number of times in the proper direction. In other words, don't click through a combat dial just to see what's coming up.

[0207] 2. You will constantly pick up your warriors during a game to adjust their combat dials. Mark the locations and facings of your warriors with markers on the table whenever you do this.

[0208] 3. Because weapons, arms and other bits of figures stick out from their bases, it is sometimes difficult to get a clean base contact between two figures. If you cannot get two figure bases to touch, agree among yourselves that the two figures are in base contact until one of them moves away.

[0209] 4. Ambiguous situations will arise. For example, a line of fire might or might not be nicking a blocking figure base. There might or might not be enough room between two figures to allow a third to stand between them. Players will reasonably disagree in situations like these. In all such instances, roll one die. On a 1, 2 or 3, the action is not allowed. On a 4, 5 or 6, the action is allowed.

[0210] Glossary

A Glossary of terms used throughout the present description provides additional details on the game playing procedures.

Access Point: The area where a warrior may move onto or off of a piece of abrupt elevated terrain.

Action: There are three types of actions: move, combat, and special. You get a certain number of actions at the beginning of every turn, which you then give to your warriors during the turn.

Action Token: A coin or bead used to mark a figure that has taken an action.

Area of Effect: An area measured from a figure or token's center outwards in all directions.

Army: A group of warriors you control during the game.

Atlantis Guild: Humans who control magic-powered technology.

Attack Roll: The act of rolling 2 dice and adding an attack value, then comparing the total to a defender's defense value.

Base: The plastic disc to which a warrior is glued.

Base Contact: A figure's base is touching the base of another figure, or a terrain feature.

Black Powder Rebels: Humans, Dwarves and Amazons who exploit gunpowder technology.

Breaking Away: Attempting to move a figure that is in base contact with an opponent.

Build Total: When you are building your army, the total of your warriors' point values cannot exceed this limit.

Building Your Army: Choosing warriors whose point values do not exceed your allowed build total.

Captive: A captured figure.

Capturing: Using a close combat action to turn a figure into a captive instead of damaging it.

Click of Damage: A clockwise spin of the combat dial for 1 click.

Healing a Click of Damage: A counter-clockwise spin of the combat dial.

Close Combat: A melee or hand-to-hand attack.

Close Combat Formation: Two or three friendly warriors using a single close combat action to attack a target figure.

Combat Dial: The rotating disc under a figure's base.

Critical Hit: An attack roll of "12."

Critical Miss: An attack roll of "2."

Deployment Area: An imaginary rectangle that extends 3" from the edge of the battlefield and is 8" away from any other edge of the battlefield.

Domain Cards: Collectible cards that may be played to alter game conditions.

Draconum: Powerful Human/Drake hybrids.

Elemental League: Elf and Troll heroes who wield life-magic.

Eliminated from Play: A figure or item that is removed from the battlefield and set off to the side.

Figure: A Mage Knight piece.

Firer: A warrior given a ranged combat action to make an attack.

First Player: This player places terrain first, sets up his warriors first and takes the first turn of the game.

Formation: Two to five figures in base contact with each other.

Free Spin: Rotating a figure so that its front arc touches an opposing figure that moved into base contact.

Friendly Figure: A warrior you control or one that is controlled by an ally.

Gang Up: Allows a warrior to add 1 to his attack roll for each friendly figure whose front arc is in base contact with the target figure. Each friendly figure must have the same faction symbol as the attacking warrior in order to use Gang Up.

Height Advantage Modifier: If an attack originates on non-elevated terrain against a target on elevated terrain, add +1 to the target's defense value.

Hindering Terrain Modifier: If a line of fire passes through any hindering terrain, add +1 to the target's defense value.

Knights Immortal: Martial Elves who have shunned the major factions.

Line of Fire: A line drawn from the center of a firer's base to the center of a target's base.

Mage Spawn: Supernatural and beastly creatures summoned or created by powerful magicians.

Modifier: A bonus added to a warrior's defense value or an attack dice roll.

Mounted Warrior: A warrior mounted on a double base and whose speed value is denoted with a horseshoe symbol.

Move Action: An action that allows you to move a figure.

Moved: A warrior is moved when its center dot changes position at any time, or its facing is changed during the owning player's turn.

Movement Formation: Three, four or five friendly warriors who all move with just one move action.

Necropolis Sect: Dark-elves and Vampires who use death-magic.

Opposing Figure: A warrior controlled by an opponent.

Orc Raiders: Brutish, mountain-dwelling fighters.

Point Value (PV): The cost of a warrior or item.

Primary Attacker: The warrior that leads a ranged or close combat formation.

Proficiency: An ability granted to a warrior through an attack icon type.

Pushing: Giving a warrior an action on two consecutive turns.

Range Value: The maximum number of inches a warrior may make a ranged attack at.

Ranged Combat: An attack that uses missile weapons, magic or mind power.

Ranged Combat Formation: Three, four or five friendly warriors who use one ranged combat action to attack a single target figure.

Relic: An item whose collector's number begins with "R".

Removed from Play: A figure or item that is removed from play may not be re-used in the current game.

Setting the Scene: Creating the game battlefield.

Shake Off: One click of damage caused by a mounted warrior who successfully breaks away from an opposing figure.

Structural Damage: Points of damage dealt to constructed terrain pieces.

Successful Attack: An attack roll that meets or exceeds a figure's defense, taking various attack and defense modifiers into account.

Token: A marker, like a penny or spare die.

Turn: The period in the game used by one player to give his actions to his warriors.

Unique: A figure without rank stars. You may only have one of each unique figure in any army.

Warrior: A Mage Knight piece.

Wielder: A figure that is equipped with an item.

[0211] The foregoing described embodiments depict different components contained within, or connected with, different other components. It is to be understood that such depicted architectures are merely exemplary, and that in fact many other

architectures can be implemented which achieve the same functionality. In a conceptual sense, any arrangement of components to achieve the same functionality is effectively "associated" such that the desired functionality is achieved. Hence, any two components herein combined to achieve a particular functionality can be seen as "associated with" each other such that the desired functionality is achieved, irrespective of architectures or intermedial components. Likewise, any two components so associated can also be viewed as being "operably connected", or "operably coupled", to each other to achieve the desired functionality.

[0212] While particular embodiments of the present invention have been shown and described, it will be obvious to those skilled in the art that, based upon the teachings herein, changes and modifications may be made without departing from this invention and its broader aspects and, therefore, the appended claims are to encompass within their scope all such changes and modifications as are within the true spirit and scope of this invention. Furthermore, it is to be understood that the invention is solely defined by the appended claims.

[0213] It will be understood by those within the art that, in general, terms used herein, and especially in the appended claims (e.g., bodies of the appended claims) are generally intended as "open" terms (e.g., the term "including" should be interpreted as "including but not limited to," the term "having" should be interpreted as "having at least," the term "includes" should be interpreted as "includes but is not limited to," etc.).

[0214] It will be further understood by those within the art that if a specific number of an introduced claim recitation is intended, such an intent will be explicitly recited in the claim, and in the absence of such recitation no such intent is present. For example, as an aid to understanding, the following appended claims may contain usage of the introductory phrases "at least one" and "one or more" to introduce claim recitations. However, the use of such phrases should not be construed to imply that the introduction of a claim recitation by the indefinite articles "a" or "an" limits any particular claim containing such introduced claim recitation to inventions containing only one such recitation, even when the same claim includes the introductory phrases "one or more"

or "at least one" and indefinite articles such as "a" or "an" (e.g., "a" and/or "an" should typically be interpreted to mean "at least one" or "one or more"); the same holds true for the use of definite articles used to introduce claim recitations. In addition, even if a specific number of an introduced claim recitation is explicitly recited, those skilled in the art will recognize that such recitation should typically be interpreted to mean at least the recited number (e.g., the bare recitation of "two recitations," without other modifiers, typically means at least two recitations, or two or more recitations).